

Speaking SPELLING BEE

User's Guide

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Key Guide

- Goes to the Games menu.
 - Goes to the main menu, where you can access all three versions of the Spelling Bee games, the Games menu, the Word Bank menu, the Settings menu, the Extra Content menu, the Reading Timer and the Dictionary, when available.
 - Opens a menu of hints and other features, when available.
 - Selects an item (same as ENTER).
 - Goes to the Word Bank menu.
 - Backs up, erases a letter, or goes to your previous location, when available (same as BACK).
- *These keys are located on the top, sliding portion of your device.

Function Keys

- Backs up, erases a letter, goes to the previous page.
- Selects an item.
- Shifts to type capital letters and punctuation marks. In the dictionary and word banks, hold SHIFT and press ▲ or ▼ to page up and down.
- Goes to the Dictionary.
- Types a space.
- Clears an input box. In *Sudoku*, clears the current box.

Direction Keys

- The round navigation pad is located on the top, sliding portion of your device. The separate arrow buttons are located on the keyboard of your device. Press the upper part of the navigation pad or the up button (▲) to move the cursor or highlight up. Press the bottom part of the pad or the down button (▼) to move the cursor or highlight down. Press the left part of the navigation pad or the left button (◀) to move the cursor or highlight left. Press the right part of the navigation pad or the right button (▶) to move the cursor or highlight right. At the main menu, press ▶ or ◀ to scroll through menu options. Press ▲ or ▼ to page or scroll up or down. In *My Word Bank* or the *Spelling Bee Word Bank*, press ▶ or ◀ to go to the next or previous page.
- In the dictionary, selects the next or previous tab.

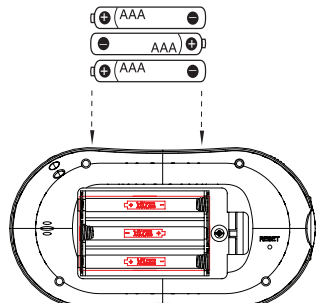
Installing Batteries

Your device is powered by three AAA batteries. Follow these easy instructions to install or replace them. **Note:** You must install the batteries before you use your product

for the first time. Please have a small Phillips or flat-head screwdriver and the new batteries at hand before you remove the old ones. **Note:** It is recommended that you use alkaline or heavy duty batteries.

1. Turn your product off and turn it over.
2. Use the Phillips screwdriver to loosen the battery cover screw.
3. Lift the battery cover on the back of the product by pushing up on the catch.
4. Remove the old batteries, if necessary.
5. Install the batteries following the +/- markings in the battery compartment.

Important: Be sure that the batteries are installed correctly. Wrong polarity may damage the unit.

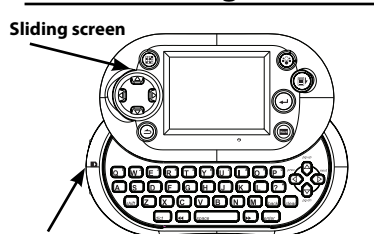


6. Replace the battery cover and tighten the screw. **Battery disposal:** Do not dispose of batteries with normal household waste. Please obey your local regulations when disposing of used batteries.

Battery Precautions

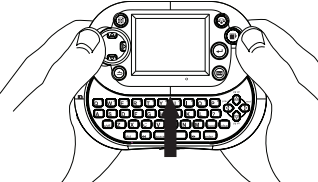
- Non-rechargeable batteries are not to be re-charged. Never recharge batteries that come with the device.
- Rechargeable batteries are to be removed from the device before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Different types of batteries, or new and used batteries, should not be mixed.
- The supply terminals are not to be short-circuited.
- Do not expose batteries to direct heat or try to take batteries apart. Follow the battery manufacturer's instructions for battery use.
- Always remove a weak or dead battery from the device.
- To avoid damage caused by leakage of the battery fluid, replace the battery or batteries once every two years regardless of how much the device has been used during that time.
- Should a battery leak, the device may become damaged. Clean the battery compartment immediately, avoiding contact with your skin.
- Keep batteries out of reach of small children. If swallowed, consult a physician immediately.

Understanding Your Device



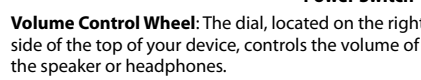
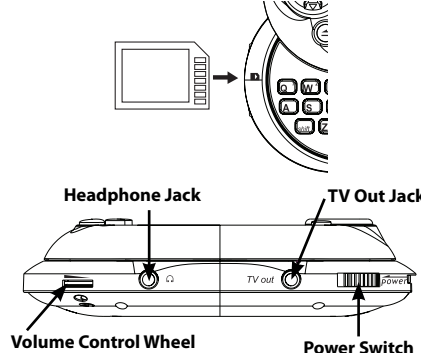
SD Card Slot

Sliding Screen: The screen of your Speaking Spelling Bee slides up to reveal a full qwerty keyboard. To reveal the keyboard, rest your device on the fingers of both hands and gently push up on the top with your thumbs.



Warning! Do not push the top past the point where the keyboard is revealed. The top must remain attached to the bottom.

SD Card Slot: Insert SD card here. Slide the SD card into the slot with the contacts facing the front of the device. Push gently until it clicks into place. To remove an SD card from the slot, put your thumb on the SD card and push it in slightly. You hear a click and then the SD card pops out. Slide it out of the slot. **Note:** Only SD cards will function in this slot. MMC cards will not function.

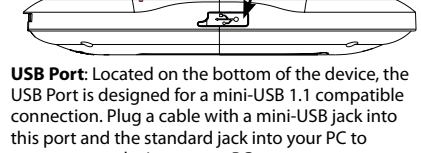


Volume Control Wheel: The dial, located on the right side of the top of your device, controls the volume of the speaker or headphones.

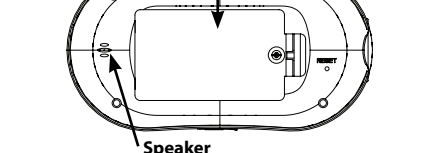
Headphone Jack: The headphone jack is designed for 3.5 mm, 35 ohm impedance stereo headphones. **Caution:** Monophonic headphones will not work with this unit.

TV Out Jack: The TV Out jack is designed for a 3.5 mm connection. Plug the single end of the AV cable into this port and the RCA type plugs into your TV to use your device with a television.

Power Switch: Push and release the power switch toward the center of the device to turn on the device. Push and hold the power switch for 2 or 3 seconds to turn your device off.



USB Port: Located on the bottom of the device, the USB Port is designed for a mini-USB 1.1 compatible connection. Plug a cable with a mini-USB jack into this port and the standard jack into your PC to connect your device to your PC.



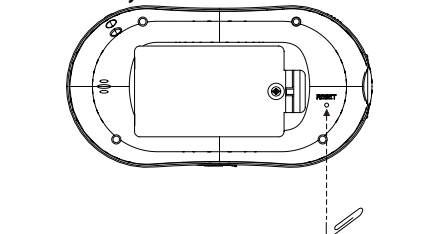
Speaker: The speaker is located on the back of your device.

Battery Compartment: The battery compartment is located on the back of your device and contains 3 AAA batteries.

Resetting Your Device

If the keyboard fails to respond, or if the screen performs erratically, perform a system reset by following the steps below.

1. Use a paper clip to gently press the reset button on your unit.



The reset button is in a pin-sized hole on the back of the device, next to the battery compartment. **Warning!** Pressing the reset button with more than light pressure may permanently disable your device.

Using the Main Menu

Use the main menu to quickly take you to all the different games, tools and resources in your Speaking Spelling Bee. The main menu contains nine options: **Game Show, Competition, Practice, Games, Word Bank, Settings, Extra Content, Reading Timer and Dictionary.**

Press at any time to return to the main menu. Press ▶ or ◀ to cycle through the options. When you see the one you want, press ENTER to select it.

Understanding the Options

Game Show enables you to play a game show version of a Spelling Bee. In this single player version of Spelling Bee, you can choose an avatar to represent you, a name, and a skill level. Then you can play a series of ten rounds consisting of ten words each.

Competition enables you to compete against up to five other players in a Spelling Bee. There must be at least two players and a maximum of six players, including yourself. Each player can select an avatar to represent you and a name. If you choose, you can play against the computer and select the computer's level of experience to match your own. You can also select the game's level of difficulty and the number of rounds to play. You then compete in a Spelling Bee against all the players.

Practice enables you to choose an avatar to represent you, a name, and a skill level. Then you can practice your spelling skills. You will be given a total of 15 practice words that you have to spell three times each.

Games allows you to access the three games included on your device: *Sudoku, Hangman* and *Word Train*.

Word Bank gives you access to *My Word Bank*, a personal list of words you want to study or memorize. In addition, there is the *Spelling Bee Word Bank*, a list of the 500 most recent words used during the Spelling Bee games you have played on your device.

Settings allows you to adjust your device's shutdown time and choose whether to turn the sound and keytones on or off. You can also erase all your user data, obtain system information or check your battery level.

Extra Content enables you to connect your device to a PC or access extra games or content you have added to your device or SD card via download.

Reading Timer provides you with a tool to time your reading, set a reading timer for reading, as well as keep and view a reading log.

Dictionary enables you to search for definitions of words using the *Merriam-Webster Intermediate Dictionary, Merriam-Webster Thesaurus, Merriam-Webster Rhyming Dictionary*, and *Confusables*™ from Franklin.

Changing the Settings

When using the Speaking Spelling Bee, you can adjust the shutdown time, whether the sound and keytone features are turned on or off, access system information, erase all your user data and check your battery level.

1. Press .
 2. Press ▶ or ◀ to cycle through the icons until **Settings** appears at the bottom of your screen.
 3. Press ENTER.
 4. Press ▼ or ▲ to move to **Shutdown time, Sound, Keytone, System information** or **Erase all user data**.
- Shutdown time* determines how long your device stays on if no key is pressed.
- Sound* determines whether or not music and other sounds are played on your device.
- Keytone* determines whether or not a tone sounds each time a key is pressed.
- System information* displays your device's model number, version number and serial number.
- Erase all user data* allows you to clear your device memory.
- Battery Level* displays how much battery power is currently left in your device.

5. Press ◀ or ▶ to change a setting.
 6. Press or /BACK to exit.
- Changes to your settings will be automatically saved.

7. Type the word you just heard.
8. Press BACK to erase the last letter you typed. Press CLEAR to erase all your letters and start over.

If you are having trouble spelling a word, some tools are available to help you. You can have the word repeated or used in a sentence. You can see the word's definition or origins. You can pause or exit the game. Please see "Using Spelling Bee Tools" for more information.

In *Game Show* there are additional hints available to help you spell game words. Press to access the hints. Press ▼ or ▲ to highlight the option you want and then press ENTER to select it. Please see "Hints" for more information.

9. **Repeat steps 6-10 to continue playing the game until you've run out of rounds or chances.**
10. **The first player should type the pronounced word.** If you are having trouble spelling a word, some tools are available to help you. You can have the word repeated or used in a sentence. You can see the word's definition or origins. You can pause or exit the game. Please see "Using Spelling Bee Tools" for more information.
11. **Repeat steps 6-10 to continue playing the game until you've run out of rounds or chances.**
12. **Press ▶ or ◀ to move the highlight to the option you want and then press ENTER.** Try Again returns you to the character selection screen. Home returns you to the main menu.

Warning! *Competition* allows NO mistakes, so take your time typing your word. If you make a typing mistake you cannot start over and re-type your word. **Warning!** You only have two minutes to spell the word correctly. If you do not answer within two minutes your turn ends and it counts as a wrong answer.

When you are satisfied with your answer, press ▶ or ◀, if necessary, to highlight Submit, and then press ENTER.

If your answer is correct, a green dot is filled in on the chart on the left side of the screen. This chart keeps track of how many times you've spelled each of your practice words correctly. If your answer is incorrect, the dot is colored red. Remember to complete the practice round, each word must be spelled correctly three times.

When you are satisfied with your answer, press ▶ or ◀, if necessary, to highlight Submit, and then press ENTER.

If your answer is correct, a green dot is filled in on the chart on the left side of the screen. This chart keeps track of how many times you've spelled each of your practice words correctly. If your answer is incorrect, the dot is colored red. Remember to complete the practice round, each word must be spelled correctly three times.

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When you are satisfied with your answer, press ▶ or ◀, if necessary, to highlight Submit, and then press ENTER.

Viewing Your High Scores

You can view your six best scores in any version of Spelling Bee.

In *Practice*, you see the player's name, the elapsed time and the number of errors.

In *Game Show* and *Competition*, you see the player's name, the latest round reached, the player's score and elapsed time.

1. **Clear Scores is highlighted at the bottom of the screen. Press ENTER to erase all saved scores.**
2. Press ▶ or ◀ to highlight **Close** and press ENTER when you are finished.

Using Spelling Bee Tools

Just like in a real Spelling Bee, each version of Spelling Bee in your device contains a selection of tools to help you spell a word. After a game word is pronounced, these options are displayed at the bottom of the screen.

1. **Use the navigation buttons to highlight Sentence, Definition, Repeat, Origin, Pause, or Exit.** Sentence uses the game word in a sentence where "-" represents the word. Definition displays a definition of the game word. Repeat pronounces the game word again. Origin displays information about the origin of the game word. Pause pauses the game. After you pause a game, Resume is highlighted at the bottom of the screen. Press ENTER to resume the game. Exit ends the game. If you select Exit, you see the message "Do you really want to exit?". Press ▶ or ◀ to highlight Continue and then press ENTER to return to the game. Highlight *New Game* and press ENTER to start a new game. Highlight *Home* and press ENTER to return to the main menu.
2. Press ENTER to select the one you want.
3. Type the game word.
4. Press ▶ or ◀ to highlight Submit and press ENTER to continue the game.

Playing Practice

Select *Practice* to hone your spelling skills and get a feel for how the game works. In each practice round, you are asked to spell 15 words correctly three times each.

1. Press .
 2. Press ▶ or ◀ to cycle through the icons until **Practice** appears at the bottom of your screen.
 3. Press ENTER.
- The character selection screen is displayed.
- Note:** To end the game at any time and return to the main menu, press .

4. **Select a character.** Use the navigation buttons and the keyboard to select an avatar and type a name. Please see "Selecting a Character" for more information.
5. **Select a skill level or other option.** Use the navigation buttons to select the option you want. Please see "Selecting a Skill Level" for more information.

At the skill level selection screen, press ▶ or ◀ to highlight *Help* and then press ENTER to read instructions about the Spelling Bee games. Please see "Using On Screen Help" for more information.

Highlight *High Scores* and press ENTER to view the best scores of your practice rounds. Please see "Viewing High Scores" for more information.

Highlight *Cancel* and press ENTER to return to your previous location.

Go is highlighted at the bottom of the screen. Press ENTER to begin the practice round.

Before you begin, press ◀ to highlight *Show Word* and then press ENTER to activate the option of displaying the game word as it is pronounced. Please see "Using the Show Word Option" for more information.

The first word is pronounced and the definition for the word is displayed on the screen.

Type the word you just heard. Press BACK to erase the last letter you typed. Press CLEAR to erase all your letters and start over.

If you are having trouble spelling a word, some tools are available to help you. You can have the word repeated or used in a sentence. You can see the word's definition or origins. You can pause or exit the game. Please see "Using Spelling Bee Tools" for more information.

When you are satisfied with your answer, press ▶ or ◀, if necessary, to highlight Submit, and then press ENTER.

If your answer is correct, a green dot is filled in on the chart on the left side of the screen. This chart keeps track of how many times you've spelled each of your practice words correctly. If your answer is incorrect, the dot is colored red. Remember to complete the practice round, each word must be spelled correctly three times.

When you are satisfied with your answer, press ▶ or ◀, if necessary, to highlight Submit, and then press ENTER.

If your answer is correct, a green dot is filled in on the chart on the left side of the screen. This chart keeps track of how many times you've spelled each of your practice words correctly. If your answer is incorrect, the dot is colored red. Remember to complete the practice round, each word must be spelled correctly three times.

When you are satisfied with your answer, press ▶ or ◀, if necessary, to highlight Submit, and then press ENTER.

If your answer is correct, a green dot is filled in on the chart on the left side of the screen. This chart keeps track of how many times you've spelled each of your practice words correctly. If your answer is incorrect, the dot is colored red. Remember to complete the practice round, each word must be spelled correctly three times.

or between each word. When this option is displayed, it appears as the only option, next to Go. Press ◀ to highlight *Show Word* and then press ENTER to turn the option on. Then press ▶ to highlight Go and press ENTER to continue. To turn the option off, select it again.

Playing Game Show

Game Show is a one player game where you can earn money by quickly spelling progressively more difficult words. Each word has a unique dollar amount, which increases with the difficulty of the words. Additional money can be awarded based on how quickly you spell each word.

In a standard game, you have ten regular rounds with a speed round after each regular round.

At the *Beginner* skill level, if you complete the first ten regular rounds, you advance to the *Advanced* skill level. After 10 rounds at the *Advanced* skill level, you continue to the *Master* skill level. The game continues at the *Master* skill level until the game is over.

1. Press .
 2. Press ▶ or ◀ to cycle through the icons until **Game Show** appears at the bottom of your screen.
 3. Press ENTER.
- The character selection screen is displayed.
- Note:** To end the game at any time and return to the main menu, press .

4. **Select a character.** Use the navigation buttons and the keyboard to select an avatar and type a name. Please see "Selecting a Character" for more information.
5. **Select a skill level or other option.** Use the navigation buttons to select the option you want. Please see "Selecting a Skill Level" for more information.

At the skill level selection screen, press ▶ or ◀ to highlight *Help* and then press ENTER to read instructions about the Spelling Bee games. Please see "Using On Screen Help" for more information.

Highlight *High Scores* and press ENTER to view the best scores of your game shows. Please see "Viewing High Scores" for more information.

Highlight *Cancel* and press ENTER to return to your previous location.

Go is highlighted at the bottom of the screen. Press ENTER to begin the game.

The first word is pronounced.

Type the word you just heard. Press BACK to erase the last letter you typed. Press CLEAR to erase all your letters and start over.

If you are having trouble spelling a word, some tools are available to help you. You can have the word repeated or used in a sentence. You can see the word's definition or origins. You can pause or exit the game. Please see "Using Spelling Bee Tools" for more information.

In *Game Show* there are additional hints available to help you spell game words. Press to access the hints. Press ▼ or ▲ to highlight the option you want and then press ENTER to select it. Please see "Hints" for more information.

Warning! You only have two minutes to spell the word correctly. If you do not answer within two minutes the game ends.

When you are satisfied with your answer, press ▶ or ◀, if necessary, to highlight Submit, and then press ENTER.

If your answer is correct, your earnings and bonus are displayed and your next word is pronounced after a few seconds.

If your answer is incorrect, you are given a hint. Try spelling the word again and press ENTER. *Game Show* allows you to make mistakes, but the number is limited based on your round. Please read "Corrections" for more information about how *Game Show* handles mistakes.

Continue spelling words until you've completed the round.

When the round is over, your score is displayed, including the time it took to complete the round.

Press ▶ to highlight Continue, if necessary, then press ENTER.

The next round begins.

Note: Following a speed round, there are two screens of score summaries. The summary of the speed round, then an overall summary. Press ▶ to highlight *Continue*, then press ENTER twice to begin the next round.

Repeat steps 6-10 to continue playing the game until you've run out of rounds or chances.

The first player should type the pronounced word. If you are having trouble spelling a word, some tools are available to help you. You can have the word repeated or used in a sentence. You can see the word's definition or origins. You can pause or exit the game. Please see "Using Spelling Bee Tools" for more information.

Warning! *Competition* allows NO mistakes, so take your time typing your word. If you make a typing mistake you cannot start over and re-type your word. **Warning!** You only have two minutes to spell the word correctly. If you do not answer within two minutes your turn ends and it counts as a wrong answer.

When you are satisfied with your answer, press ▶ or ◀, if necessary, to highlight Submit, and then press ENTER.

If your answer is correct, your earnings and bonus are displayed and your next word is pronounced after a few seconds as it is pronounced. You can turn this mode on before the practice round begins

Press to access the hints. Press ▼ or ▲ to highlight the option you want and then press ENTER to select it.

Pass enables you to skip to the next word. **Note:** This is the only available hint during a speed round. *Uniques* displays all the correct letters in a word, but jumbled in a random order.

1st Letters displays the first letter of the word. *Consonants* displays all the consonants of the word, in the order they appear.

Vowels displays all the vowels of the word, in the order they appear.

Word Choice displays a list of three words, where only one of the words is the correct word.

Speed Rounds

Between each regular round is a speed round in which you are asked to spell ten words in two minutes. Money is added to your total for each word you spell correctly. The more words you spell, the more money they are worth.

In a speed round, you are not given a second chance to spell a word correctly, but your mistakes do not count against the number of corrections you are allowed. If you do make a mistake, you see a brief message identifying your mistake, then your next word is pronounced.

After a speed round, a special speed round summary screen is displayed indicating the number of words spelled correctly, the speed round score and a total score.

View Words is highlighted at the bottom of the screen. Press ENTER to view the list of words used in the speed round as well as how you spelled them. Press ▼ or ▲ to view the

Hold **SHIFT** and press **▲** or **▼** to scroll up or down one screen at a time.
Or you can continue typing letters until the word is complete and the matching word in the list is automatically highlighted.

- Press **ENTER** to look it up.
Some words have multiple parts of speech. Press **▼** or **▲**, if necessary, to highlight the part of speech you want and then press **ENTER**.
- Press **▼** or **▲**, if necessary, to read the entry.
Hold **SHIFT** and press **▲** or **▼** to scroll up or down one screen at a time.

Press **▶** or **◀** to view the dictionary, rhyming dictionary, or Confusables* entries for your word, if available. If these tabs are available they will be highlighted at the top of the screen.

- Press **CLEAR** to return to the word entry screen.
Type another word to begin a new search.
Press **⊗** to return to the main menu.

Understanding Thesaurus Entries

A thesaurus entry is organized by part of speech and definition sense. Each sense consists of a group of synonyms. Synonyms are words that have similar meanings (e.g., *complete/whole*). Some senses contain usage examples to clarify the sense in which the word is used. Also, some senses include antonyms. Antonyms are words that have the opposite meaning of the word being defined (e.g., *complete/partial*).

Using the Rhyming Dictionary

Use the *Merriam-Webster Rhyming Dictionary* to view words that rhyme with various sounds.

- Press **⊗**.
- Press **▶** or **◀** to cycle through the icons until **Dictionary** appears at the bottom of your screen. Or you can press **DICT**.
- Press **ENTER** to select it.
The dictionary word entry screen is displayed.

As you type letters, the first sound in the rhyming dictionary that matches the letters you type will move to the top of the word list. You may not have to type every letter in order to find the one you want. In this example, note that "inge" appears on the screen after you type "ing".

- When the rhyming sound you want is on the screen, press **▼** until that sound is highlighted. Or you can continue typing letters until the sound is complete and the matching sound in the list is automatically highlighted.
- Press **ENTER** to look it up.
- Press **▼** or **▲**, if necessary, to read the entry.
- Press **CLEAR** to return to the word entry screen.
Type another word to begin a new search.
Press **⊗** to return to the main menu.

Viewing Confusables*

Confusables* are words that are spelled or sound alike that people often confuse. You can access Confusables any time you look up a word in the dictionary or thesaurus that is a Confusable. **Note:** Confusables are not available for all words. You can tell when Confusables are available for a word, when the Confusables tab ("CONF") is highlighted at the top of the screen.

- Press **⊗**.
- Press **▶** or **◀** to cycle through the icons until **Dictionary** appears at the bottom of your screen. Or you can press **DICT**.
- Press **ENTER** to select it.
The dictionary word entry screen is displayed.
To go to the word entry screen for the thesaurus, press **⊗** once.

As you type letters, the first word in the dictionary that matches the letters you type will move to the top of the word list. You may not have to type the entire word in order to find the one you want. In this example, note that "peace" appears on the screen after you type "pe".

- When the word you want is on the screen, press **▼** until that word is highlighted. Or you can continue typing letters until the word is complete and the matching word in the list is automatically highlighted.
- Press **ENTER** to look it up.
Some words have multiple parts of speech. Press **▼** or **▲**, if necessary, to highlight the part of speech you want and then press **ENTER**.
- Note that the "CONF" tab is now highlighted, indicating that "peace" has Confusables.
- Press **⊗** or **⊗** to move to the Confusables tab. You will see a list of Confusables for the word *peace*. Each Confusable is followed by a word that explains its meaning.
- Press **▼** or **▲**, if necessary, to read the entry.
- Press **CLEAR** to return to the dictionary word entry screen.
Type another word to begin a new search.
Press **⊗** to return to the main menu.

Correcting Misspellings

If you misspell a word in the dictionary or thesaurus, a list of spelling corrections is automatically displayed.

- Press **⊗**.
- Press **▶** or **◀** to cycle through the icons until **Dictionary** appears at the bottom of your screen. Or you can press **DICT**.
- Press **ENTER** to select it.
The dictionary word entry screen is displayed.
To go to the thesaurus word entry screen, press **⊗**.
- Type a misspelled word. For example, type *liraff*.

Notice that because this word is misspelled, nothing in the word list is highlighted as a match.

- Press **ENTER**.
A list of corrections appears.
- Press **▼** or **▲** to highlight the word you want, if necessary.
- Press **ENTER** to see the word's definition or thesaurus entry.
- Press **▼** or **▲**, if necessary, to read the entry.
- Press **CLEAR** to return to the word entry screen.
Press **⊗** to return to the main menu.

Finding Letters in Words

If you are uncertain about how to spell a word, type a question mark (?) in place of each unknown letter. To find prefixes, suffixes, and other parts of words, type an asterisk (*) in a word. Each asterisk stands for zero, one or more letters.

- Note:** If you type an asterisk at the beginning of a word, it may take a little while to find the matching words.
- Press **⊗**.
 - Press **▶** or **◀** to cycle through the icons until **Dictionary** appears at the bottom of your screen.
Or you can press **DICT**.
 - Press **ENTER** to select it.
The dictionary word entry screen is displayed.
To go to the word entry screen for the thesaurus, press **⊗** once.
 - Type a word using ?s and *s. For example, type *co?er?k*.

- Press **ENTER**.
A list of words that match the pattern you entered is displayed and the first word is highlighted.
- Press **▼** or **▲** to highlight the word you want.
- Press **ENTER** to see the word's definition or thesaurus entry.
- Press **▼** or **▲**, if necessary, to read the entry.
- Press **CLEAR** to return to the word entry screen.
Type another word to begin a new search.
Press **⊗** to return to the main menu.

Using the Word Banks

There are two Word Banks available on your device - *My Word Bank* and the *Spelling Bee Word Bank*.

Using the Word Bank Menu

- Press **⊗**.
- Press **▶** or **◀** to cycle through the icons until **Word Bank** appears at the bottom of your screen. Or you can press **⊗**.
- Press **ENTER** to select it.
The dictionary word entry screen is displayed.
- Press **▼** or **▲** to highlight the item you want.
Hold **SHIFT** and press **▲** or **▼** to scroll up or down one screen at a time.
- Press **CLEAR** to return to the word entry screen.
Type another word to begin a new search.
Press **⊗** to return to the main menu.

Viewing a Word Bank

- From the **Word Bank** menu, press **▼** or **▲** to highlight **My Word Bank** or **Spelling Bee Word Bank**, and press **ENTER**.
Note: The number of words in each list is indicated next to the menu item.
- Press **▼** or **▲** to scroll through the list.
When you highlight a word you want to look up, press **ENTER** to see its dictionary entry. Press **BACK** to return to the word bank.
Press **⊗** to return to the Word Bank menu.
Press **⊗** to return to the main menu.

Adding Words to My Word Bank

There are two ways to add a word to *My Word Bank*: from the dictionary or from the *Spelling Bee Word Bank*.

From the Dictionary

- Press **⊗**.
- Press **▶** or **◀** to cycle through the icons until **Dictionary** appears at the bottom of your screen. Or you can press **DICT**.
- Press **ENTER** to select it.
The dictionary word entry screen is displayed.
Remember, words can only be added from the dictionary entry, not from the thesaurus, rhyming dictionary or Confusables* entries.
- Look up a word you want to add to your word list. For example, *laureate*.
- When the dictionary entry is displayed, press **⊗**.
You are given the option to add the word to *My Word Bank* or to go to the Word Bank menu.
- Press **ENTER** to add the word to *My Word Bank*. Or you can press **▼** and then press **ENTER** to go to the Word Bank menu.
Note: You are allowed to add the same word to *My Word Bank* multiple times. If the word you are trying to add is already in *My Word Bank* you are asked to confirm the addition. Press **▶** or **◀** to highlight the option you want and then press **ENTER**. Highlight **Yes** to add the word again or **No** to cancel.
- Press **CLEAR** to return to the dictionary word entry screen.

From the Spelling Bee Word Bank

- From the **Word Bank** menu, press **▼** or **▲** to highlight **Spelling Bee Word Bank**, and press **ENTER**.
- Press **▼** or **▲** to scroll through the list.
- When you highlight a word you want to add to *My Word Bank*, press **⊗**.
- Press **▼** to highlight **Copy to My Word Bank** and then press **ENTER**.
Note: You are allowed to add the same word to *My Word Bank* multiple times. If the word you are trying to add is already in *My Word Bank* you are asked to

confirm the addition. Press **▶** or **◀** to highlight the option you want and then press **ENTER**. Highlight **Yes** to add the word again or **No** to cancel.
Press **⊗** to return to the Word Bank menu.
Press **⊗** to return to the main menu.

Deleting Words from a Word Bank

- From the **Word Bank** menu, press **▼** or **▲** to highlight **My Word Bank** or **Spelling Bee Word Bank**, and press **ENTER**.
- Press **▼** or **▲** to scroll through the list.
- When you highlight a word you want to delete from a word bank, press **⊗**.
- Press **▼** or **▲** to highlight the option you want and then press **ENTER**.
Delete "your word" enables you to erase from the current word bank only the highlighted word. *Delete all* enables you to erase all words from the current word bank. You are asked to confirm this deletion. Press **▶** or **◀** to highlight the option you want and then press **ENTER**. Highlight **Yes** to erase the word bank or **No** to cancel. **Note:** You can also delete all the word from both word banks by selecting the *Erase all user data* option in the Settings menu.

- Remove all words in the *Spelling Bee Word Bank*, if you have reached the 500 word limit, the oldest words will be deleted the next time you play a Spelling Bee game. If there is a word you want to save, please be sure to add it to *My Word Bank* so you can review it again.
- Press **⊗** to return to the Word Bank menu.
- Press **⊗** to return to the main menu.

Playing the Games

In addition to the Spelling Bee games, your device also includes three other games - *Sudoku*, *Hangman* and *Word Train*. Press **⊗** at any time to open the Games menu.

Sudoku

Sudoku is a fun game of numbers and logic that anyone can play. The object of the game is to place a number in every square of a 9 x 9 game board. But you can't just fill in any number anywhere. Each number from 1 to 9 can only be used once in every horizontal row, vertical column, and 3 x 3 square. Each puzzle begins with a few numbers already in place. You simply have to use a process of elimination to fill in the rest.

- Press **⊗**.
- Press **▼** or **▲** until you highlight **Sudoku** and then press **ENTER**.
The *Sudoku* menu is displayed.
- New Game** is highlighted. Press **ENTER** to begin a new game.
You can also select other options from the *Sudoku* menu. Press **▼** or **▲** until you highlight the one you want and then press **ENTER**. *Help* displays instructions for the game. *High Scores* displays the high scores screen. *Saved Games* displays your list of saved puzzles. *Exit* leaves the game and returns to the Games menu. Press **▶** or **◀** to highlight **Yes** and press **ENTER** to leave the game. Highlight **No** and press **ENTER** to return to the *Sudoku* menu.
- Press **▶** or **◀** until you see the skill level you want. You can select *Easy*, *Medium*, *Hard* or *Expert*.
- When you see the level you want, press **▼** and **▶** or **◀**, if necessary, to highlight **OK**. Highlight **Cancel** and press **ENTER** to return to the *Sudoku* menu.
- Press **ENTER** to begin the selected puzzle.
Some numbers, outlined in white, are already filled in at the start of a puzzle. These numbers are fixed and cannot be changed.
The empty positions are the ones you need to fill in. The cursor, indicated by a white square, is in the first empty position.
- Use the navigation buttons to move the cursor to the location you want to type a number.
- Press **Q-O** (for numbers 1 to 9) to type the number you want.
Remember the rules of placement: Each number from 1 to 9 can only occur once in every horizontal row, vertical column, and 3 x 3 square. Press **CLEAR** to erase the number from the position of the cursor.
If you enter a number that causes an error in placement, the current position and the conflicting position (or positions) will blink.
- Repeat steps 7 and 8 until the puzzle is completely filled in.
If your time registers as a high score, you are asked to input your name. Type your name and press **ENTER** to view the high scores screen for the current level. Press **▶** or **◀** to highlight **Cancel** and then press **ENTER** if you don't want to add your score.
If your time is not a high score, you go directly to the high scores screen for the current level.
- Press **▶** or **◀** to highlight **Close** and then press **ENTER**.

- Press **ENTER** to play the next puzzle.
Press **▶** or **◀** to highlight **Main Menu** to return to the *Sudoku* menu. **Note:** If you exit before beginning the next puzzle in sequence, you can access it before you begin another puzzle by selecting *Saved Game* from the *Sudoku* menu.

Selecting a Saved Game

If you have previously saved a puzzle, press **▼** or **▲** at the *Sudoku* menu to move the highlight to *Saved Game* and then press **ENTER**. Press **▶** or **◀** until you

see the skill level of the puzzle you want to resume. Press **▲** to highlight **OK** and then press **ENTER**. Highlight **Cancel** and press **ENTER** to return to the *Sudoku* menu. **Note:** You can only save one puzzle per skill level. And the puzzle saved is the last puzzle you opened at that skill level.

Adding Notes

At any blank position, you can add notes to help you solve your puzzle. These notes are the numbers you think are possible solutions at the current position. Press **ENTER** at the position where you want to add a note. A small grid containing the numbers 1 through 9 is displayed in the bottom left corner of the screen. Press **Q-O** (for numbers 1 to 9) to make a note of the numbers you want. Notice they are highlighted in the small grid. Press **ENTER** when you are done. Notice the noted numbers now appear in the main grid as reminders of the numbers you believe are possible solutions.

Using Hints

During a game, press **⊗** for additional options. Press **▼** or **▲** to highlight the option you want and then press **ENTER**.
Help displays instructions for the game. Read the text or highlight **Close** and press **ENTER** to return to the game.
Clear Notes erases all saved notes from the puzzle. *Hint* displays the expected solution at the current position of the cursor.
Reset removes all solutions from the puzzle so you can start over.
Undo erases only your last move.
Exit quits the game and gives you the option to return to the *Sudoku* menu.

Hangman

Hangman selects a mystery word and challenges you to guess it letter by letter. You have to guess the word to save the cowboy.

- Press **⊗**.
- Press **▼** or **▲** until you highlight **Hangman** and then press **ENTER**.
The *Hangman* menu is displayed.
- New Game** is highlighted. Press **ENTER** to begin a new game.
You can also select other options from the *Hangman* menu. Press **▼** or **▲** until you highlight the one you want and then press **ENTER**. *Options* opens the options menu where you can change the skill level or view the high scores.

- Press **▶** or **◀** until you highlight **OK**, if necessary, and then press **ENTER**.
To clear the high scores, press **▶** or **◀** until you highlight **Clear All** and then press **ENTER**.
- New Game** is highlighted. Press **ENTER** to play again.
Quit ends the game. Press **ENTER** to return to the *Word Train* menu or press **▼** and then press **ENTER** to return to the current game. *Help* displays instructions for the game. Read the text or highlight **Close** and press **ENTER** to return to the game.
Quit ends the game. Press **ENTER** to return to the *Word Train* menu or press **▼** and then press **ENTER** to return to the current game. *Hint* displays all possible letters you can type to continue the word. You are only permitted one hint per round.

Changing the Skill Level

You can change the skill level at the Options menu. You can select a level from 1 to 4. The skill level affects the minimum length of a winning word and the amount of points awarded for winning a round. At level 1, words must be at least 4 letters long. At level 2, 5 letters; level 3, 6 letters; level 4, 7 letters. Level 4 is the most difficult level.
At the *Word Train* menu, press **▼** to highlight **Options** and then press **ENTER**.
The *Level* option is highlighted. Press **▶** or **◀** to change the skill level. If you change the skill level, press **▼** until you highlight **OK** and press **ENTER** to save your changes. Highlight **Cancel** and press **ENTER** to exit the Options menu without saving your changes.

Using Hints

During a game, press **⊗** for additional options. Press **▼** or **▲** to highlight the option you want and then press **ENTER**.
New Game starts a new round. Press **ENTER** to start a new game or press **▼** and then press **ENTER** to return to the current game. *Help* displays instructions for the game. Read the text or highlight **Close** and press **ENTER** to return to the game.
Quit ends the game. Press **ENTER** to return to the *Hangman* menu or press **▼** and then press **ENTER** to return to the current game. *Hint* reveals one letter in the mystery word. The number of hints remaining is displayed next to the menu item. The number of hints available at the beginning of a game is determined by the skill level.

Changing the Skill Level

You can change the skill level at the Options menu. You can select a level from 1 to 5. The skill level affects the difficulty of the words, the number of guesses, and the number of hints allowed. Level 5 is the most difficult level.
At the *Hangman* menu, press **▼** to highlight **Options** and then press **ENTER**.
The *Level* option is highlighted. Press **▶** or **◀** to change the skill level. If you change the skill level, press **▼** until you highlight **OK** and press **ENTER** to save your changes. Highlight **Cancel** and press **ENTER** to exit the Options menu without saving your changes.

Word Train

In *Word Train*, you and the train take turns typing letters to form a word. Whoever first completes a word wins. The required length of a winning word

is determined by the skill level, but at level 1, words have to be at least 4 letters long. If the letters you enter make a stem that can't be further built upon to make a word in this dictionary, you lose.

- Press **⊗**.
- Press **▼** or **▲** until you highlight **Word Train** and then press **ENTER**.
The *Word Train* menu is displayed.
- New Game** is highlighted. Press **ENTER** to begin a new game.
You can also select other options from the *Word Train* menu. Press **▼** or **▲** until you highlight the one you want and then press **ENTER**. *Options* opens the options menu where you can change the skill level or view the high scores. *Help* displays instructions for the game. *Exit* leaves the game and returns to the Games menu. Press **▶** or **◀** to highlight **Yes** and press **ENTER** to leave the game. Highlight **No** and press **ENTER** to return to the *Word Train* menu.
- Type letters to try and form a word.
A train enters the screen from the right. **Note:** You and the computer also take turns beginning a word. In the first round, you type the first letter. In the second round the computer will type the first letter, and so on.
- Continue taking turns with the computer, trying to be the first one to complete a word.
Remember, the length of a winning word is determined by the skill level, but must be at least 4 letters long.
If you complete a word first, you win. If you type a letter that cannot be further built upon to make a word, you lose.
Points are awarded for each round you win. The amount of points per word is determined by the skill level.

If your score registers as a high score, you are asked to input your name. Type your name and press **ENTER**. **OK** is highlighted. Press **ENTER** again to view the high scores screen. Press **▶** or **◀** to highlight **Cancel** and then press **ENTER** if you don't want to add your score.
Note: If your time is not a high score, you go directly to the *Word Train* menu.- Press **▶** or **◀** to highlight **OK**, if necessary, and then press **ENTER**.
To clear the high scores, press **▶** or **◀** until you highlight **Clear All** and then press **ENTER**.
- New Game** is highlighted. Press **ENTER** to play again.

Using Hints

During a game, press **⊗** for additional options. Press **▼** or **▲** to highlight the option you want and then press **ENTER**.
New Game starts a new round. Press **ENTER** to start a new game or press **▼** and then press **ENTER** to return to the current game. *Help* displays instructions for the game. Read the text or highlight **Close** and press **ENTER** to return to the game.
Quit ends the game. Press **ENTER** to return to the *Word Train* menu or press **▼** and then press **ENTER** to return to the current game. *Hint* displays all possible letters you can type to continue the word. You are only permitted one hint per round.

Changing the Skill Level

You can change the skill level at the Options menu. You can select a level from 1 to 4. The skill level affects the minimum length of a winning word and the amount of points awarded for winning a round. At level 1, words must be at least 4 letters long. At level 2, 5 letters; level 3, 6 letters; level 4, 7 letters. Level 4 is the most difficult level.
At the *Word Train* menu, press **▼** to highlight **Options** and then press **ENTER**.
The *Level* option is highlighted. Press **▶** or **◀** to change the skill level. If you change the skill level, press **▼** until you highlight **OK** and press **ENTER** to save your changes. Highlight **Cancel** and press **ENTER** to exit the Options menu without saving your changes.

Using the Reading Timer

Your device includes a reading timer which enables you to time your reading and keep a log of the books you read.

- Press **⊗**.
- Press **▶** or **◀** to cycle through the icons until **Reading Timer** appears at the bottom of your screen.
- Press **ENTER**.
You have three options at the Reading Timer menu. *Time your reading* enables you to time your reading for up to two hours.
Set a timer enables you to choose your reading time, from 15 minutes to six hours.
View reading log provides you with a list of the books you have read and the time spent reading each one.

Connecting Your Device To a TV

Your *Speaking Spelling Bee* has a built-in TV out port and comes with an AV cable to connect it to your television. You can then watch and hear your device on your television.

- Turn on your device.
- Connect the single end of the included AV cable to the TV out port on your device and the RCA type plugs to the audio and video ports on your television, according to the color of the cable and the jack.

Connecting Your Device To a PC

Your *Speaking Spelling Bee* has a built-in USB port. In order to connect your device to your PC, you need a USB cable with a mini-USB jack on one end (to fit your device) and a standard USB jack on the other end (to fit your PC).
You can then access Franklin's Web site (see below) to purchase and download new games for your device.- Turn on your device.
- Connect your PC to the Internet if it is not connected already.
- Connect the standard end of a USB cable to a USB port on your PC and the small end of the mini-USB port on your device.

- When you are finished reading, press the power switch to turn on your unit.
- Press **▶** or **◀** to highlight **Stop** and then press **ENTER**.

You see a screen listing how long you read.

- Press **ENTER** and continue through the reading log to return to the Reading Timer menu.

Checking Your Progress

At any time when the reading timer is running, you can check to see how long you have been reading. Press the power switch to turn the device on. The timer reappears and displays your progress. *Continue* is highlighted. Press **ENTER** to select it. The timer continues and the device shuts off again.

Ending a Session

At any time when the reading timer is running, you can stop the timer and end a session. Press the power switch to turn the device on. The timer reappears and displays your progress. Press **▶** or **◀** to highlight **Stop** and press **ENTER** to stop timing.

Selecting a Timer

- Set a timer, you must first select a time.
- Press **▶** or **◀** to select a time from among the reading time options.
You can select from 15 minutes to 6 hours, in 15 minute increments.
- Press **▼** or **ENTER**.
You are asked to enter the name of the book or reading assignment you want to time.
- Type a name and then press **▼** or **ENTER**.
You can type up to 15 letters or spaces. Hold **SHIFT** and press a letter to type a capital.
- Start is highlighted. Press **ENTER** to begin the timer.
Note: After a few seconds your device will shut off. This is not a malfunction. To save battery power and the screen, the device shuts off during timing.

- When you have reached your time limit, your device turns on and a tone sounds indicating the session is over.
You see a screen listing how long you read.
- Press **ENTER** and continue through the reading log to return to the Reading Timer menu.

Viewing The Reading Log

The reading log is automatically displayed each time you finish a session. You can also access the reading log at any time by selecting it from the Reading Timer menu.

- After a session, press **ENTER** to select **View reading log**.
Or you can select it from the Reading Timer menu.
- Press **▼** or **▲** to view the reading log.
Note: The final page of the log is a summary screen. Once you see the summary screen, you cannot return to list of log entries.
- To see the summary screen, press **▼** from the last page of entries, or press **ENTER** at any time.
A brief summary of the reading log is displayed, including the number of sessions and the total time spent reading.
- Menu is highlighted. Press **ENTER** to return to the Reading Timer menu.
Press **▶** or **◀** to highlight **Clear** and press **ENTER** to erase all times from the log. You are asked to confirm the deletion. Yes is highlighted. Press **ENTER** to erase the reading log. Press **▶** to highlight **No** and then press **ENTER** to cancel the deletion.

Connecting Your Device To a TV

Your *Speaking Spelling Bee* has a built-in TV out port and comes with an AV cable to connect it to your television. You can then watch and hear your device on your television.

- Turn on your device.
- Connect the single end of the included AV cable to the TV out port on your device and the RCA type plugs to the audio and video ports on your television, according to the color of the cable and the jack.

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